




Richard Garriott ✓
@RichardGarriott

I wrote all the assembly in Ultima II, III & IV, plus all art, text, design etc

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 **James Tauber** @jtauber · 4 abr. 2018
@RichardGarriott did you write all the assembly language for Ultima IV on Apple II or were others involved? I may have found myself deep in the thick of it :-)

3:51 a. m. · 5 abr. 2018 · Twitter for iPhone

11 Retweets 84 Me gusta



Richard Garriott ✓ @RichardGarriott · 5 abr. 2018
En respuesta a [@RichardGarriott](#)

Oh, and all the assembly for Ultima II, but not Ultima I... Ken Arnold wrote the 1st, important, small tile graphic subroutine for my BASIC code rework from Akalabeth to Ultima I.

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Erik Robson @ErikRobson · 5 abr. 2018
En respuesta a [@RichardGarriott](#)

You have any of that Apple II source code lying around? 🙄

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Richard Garriott ✓ @RichardGarriott · 5 abr. 2018
Likely. On 5.25" disks.



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Personas relevantes



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@RichardGarriott

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Inventor, explorer, entrepreneur, astronaut, aquanaut & author of "Explore/Create". Check out my book & join me in Shroud of the Avatar! [#LBSotA](#)



James Tauber
@jtauber

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[@eldarion](#); Web, Python, online education, linguistics, philology, data science, historical language learning, music theory, cosmology, Tolkien, wine; Christian

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